

WHAT IS CLAIMED IS:

1. A computer-implemented method for binding data in a user interface (UI) script, comprising:
 - 5 generating a tree structure that corresponds to the UI script;
 - cloning a portion of the tree structure;
 - inserting the data into the cloned portion of the tree structure;
 - grafting the cloned portion of the tree into the tree structure; and
 - displaying a UI output according to the tree structure, whereby the UI
 - 10 output is dynamically updated with the data.
2. The computer-implemented method of claim 1, wherein the tree structure and the UI script are logically equivalent.
3. The computer-implemented method of claim 1, wherein cloning a portion of the tree structure further comprises determining which portions of the tree structure
15 correspond to a specified tag of the UI script.
4. The computer-implemented method of claim 3, wherein the specified tag has an associated attribute for retrieving multiple records for display in the UI output as a list of records.
5. The computer-implemented method of claim 3, wherein the specified tag
20 has an associated attribute that specifies an interval for refreshing the data.
6. The computer-implemented method of claim 1, wherein inserting the data further comprises retrieving the data from an external data source.
7. The computer-implemented method of claim 6, wherein retrieving the data further comprises determining a location of the data according to a uniform resource
25 locator (URL) within the UI script.

8. The computer-implemented method of claim 6, wherein retrieving the data further comprises passing a uniform resource locator (URL) that identifies a location of the data to a communication library.

9. The computer-implemented method of claim 1, wherein a state is
5 associated with each portion of the tree structure in which data is inserted.

10. The computer-implemented method of claim 9, wherein a first component is displayed in the UI when the state corresponds to a first state, and a second component is displayed in the UI when the state corresponds to a second state.

11. A computer-readable medium that includes computer-executable
10 instructions for binding data to a user interface (UI) script, comprising:
generating a tree structure that corresponds to the UI script;
cloning a portion of the tree structure, wherein the portion of the tree
structure is associated with a portion of the UI script that includes a placeholder for data;
replacing the placeholder in the cloned portion of the tree structure with
15 the data;
grafting the cloned portion of the tree into the tree structure; and
displaying a UI output according to the tree structure, whereby the UI
output is dynamically updated with the data.

12. The computer-readable medium of claim 11, wherein the tree structure
20 and the UI script are logically equivalent.

13. The computer-readable medium of claim 11, wherein cloning a portion of the tree structure further comprises determining which portions of the tree structure correspond to a specified tag of the UI script.

14. The computer-readable medium of claim 13, wherein the specified tag has an associated attribute for retrieving multiple records for display in the UI output as a list of records.

15. The computer-readable medium of claim 13, wherein the specified tag has an associated attribute that specifies an interval for refreshing the data.

16. The computer-readable medium of claim 11, wherein replacing the placeholder further comprises retrieving the data from an external data source.

17. The computer-readable medium of claim 16, wherein replacing the placeholder further comprises passing a uniform resource locator (URL) that identifies a location of the data to a communication library.

18. The computer-readable medium of claim 11, wherein a state is associated with each portion of the tree structure in which a placeholder is present.

19. The computer-readable medium of claim 18, wherein a first component is displayed in the UI when the state corresponds to a first state, and a second component is displayed in the UI when the state corresponds to a second state.

20. A system for binding data to a user interface (UI) script, comprising:
a target user interface device that includes a first application that is configured to:

generate a tree structure that corresponds to the UI script;
clone a portion of the tree structure;
insert the data into the cloned portion of the tree structure;
graft the cloned portion of the tree into the tree structure; and
display a UI output according to the tree structure, whereby the UI output is dynamically updated with the data.

21. The system of claim 20, wherein the application is further configured to determine which portions of the tree structure correspond to a specified tag of the UI script.

22. The system of claim 21, wherein the specified tag has an associated attribute for retrieving multiple records for display in the UI output as a list of records.

23. The system of claim 21, wherein the specified tag has an associated attribute that specifies an interval for refreshing the data.

24. The system of claim 20, wherein a state is associated with each portion of the tree structure in which data is inserted.

25. The system of claim 24, wherein a first component is displayed in the UI when the state corresponds to a first state, and a second component is displayed in the UI when the state corresponds to a second state.